

bug games

Ants in Your Pants

You need:

Music

Preparation:

- Have your library kids stand up. It may be easier if they are in a circle.

How to Play:

1. Play music and act like you have ants in your pants.
2. When music stops, anyone who doesn't freeze is out of the game.
3. Play until all have been eliminated but one.

Arachnophobia

You need:

Pencils

Paper

White board, flip chart, poster board

Stop watch or clock with second hand

Preparation:

- Write arachnophobia in large letters and display it somewhere in the room.
- Give participants pencils and paper. You may want to suggest they write arachnophobia at the top of their paper.

How to Play:

1. Give the player 2 or 3 minutes to come up with words using only the letters in arachnophobia.
2. Participants add up their points. Can only use a word once. Must be spelled correctly. Words with 3 letters are worth 1 point, 4 letters are worth 2 points, and 5 or more letters are worth 3 points.
3. Prizes for top three participants. Add extra prizes for longest word, a word no one else thought of, etc., to increase the number of winners.

Bedbug Bounce

You need:

Ping pong ball

Marker

Bed sheet or blanket

Preparation:

- Draw face, wings, etc. on ping pong ball to make it look like a bug.

How to Play:

1. Teams hold onto opposite ends of the bed sheet.
2. Drop the bedbug onto the sheet.
3. Teams raise and lower the sheet trying to roll the bedbug off the other team's side.

Variations: If you have a smaller group, use beach towels and rename the game Water Bug Polo. Or, make the game more of a challenge by having several bouncing bedbugs in play at the same time. Change the game to Ants at the Picnic by using a table cloth.

Bedbug Brigade

You need:

- Pillow cases
- Bed bugs – balls of all shapes and sizes
- Masking tape

Preparation:

- Mark two lines at least 15 feet apart.
- Pile bedbugs beyond one of the lines.
- Line teams up between the masking tape lines in a brigade arrangement.
- Give all players a pillowcase.

How to Play:

1. On "go" the team member closest to the pile of begbugs runs and retrieves one by putting it into his/her pillowcase.
2. The bedbug is passed from one pillowcase to the next until it reaches the end of the brigade where it is stockpiled. Bedbugs must be taken out of a pillowcase and go into a pillowcase; they cannot be handed off.
3. Teams cannot have more than 3 bedbugs in the line at one time.
4. A single player can only have 1 ball at a time.
5. Call "time" after 5 minutes. The team with the most bedbugs wins.

Variation: This game can also be played with participants wearing adult sized pajamas over their clothing. Bedbugs hop from pajamas to pajamas.

Bee Bag Toss

You need:

- Large pieces of felt – 3 colors
- Felt squares – yellow, white and black
- Wiggle eyes
- Craft glue or hot glue
- Fabric paint or masking tape (optional)
- Dried beans

Preparation:

- Use the large pieces of felt and craft glue to make a giant flower game board. Use one color for leaves, another for petals and the third for the center. Various parts of the flower will have different point values, 10 for the center, 5 for the petals and 3 for the leaves. Mark point values on the flower with fabric paint, masking tape, or cut them out of felt and glue down.
- Make bee bean bags. Cut out bee shapes from yellow felt squares. Glue the front and the back together leaving a small opening for the beans. Cut stripes from the black felt and wings from the white and glue in place. Add wiggle eyes. Fill with beans and glue shut.

How to Play:

1. Players must stand at least five feet from the flower.
2. Each player gets 3 bee bags to toss.
3. The highest score wins.

Bob for Giant Water Bugs

You need:

- Plastic eggs that can be opened
- Permanent markers
- Pen and paper
- Fish scoops (even better if they have extra holes in them) or backscratchers
- Kiddy pool
- Several levels of smaller prizes and one grand prize

Preparation:

- Write the length of the bug on a slip of paper and put it inside an egg. Real giant water bugs are 3-4 inches long. Each prize will correspond to size of water bug.
- Draw faces, wings, legs, spots, etc. on the eggs to make them look like bugs.
- Fill the kiddy pool pond up with water and plop the bugs in.

How to Play:

1. Have players take turns using the fish scoops to retrieve a bug from the pond.
2. Players open their bugs to find out their size, and then claim the prize that corresponds.

Book Mites

You need:

- Hardcover books
- Balloon

Preparation:

- Pair off your library kids.
- Give each player a book, and each pair a balloon.
- Players face off at least five feet apart.

How to Play:

1. Players bat balloon back and forth with the books.
2. Try to get to ten volleys without dropping the balloon.



Bug Races

You need:

Start and finish lines

Preparation:

- Each team has three players.
- Line the players up with all arms linked, they should be facing away from each other. This will turn them from three library kids into a six-legged insect.

How to Play:

1. The team to make it from start to finish first wins.
2. The team member facing forward is the head and should navigate the course.
3. Arms must remain linked at all times or the bug is squashed and the team is out.
4. The bug to cross the finish line first wins.

Variation: Spider Races, add a fourth team member to make an eight-legged spider.

Bugball

You need:

Mini baseball bats and balls (in the dollhouse section of the craft store)

Tape measure

Bucket

Masking tape

Set up a variety of contests: Who can hit the ball the farthest, who can hit the ball into a bucket, who can run the bases of the mini baseball diamond without going out of bounds, etc.

Buggy Relay

You need:

Toy baby buggies

8 1/2 x 11" paper

Markers

Preparation:

- Select a bug related word and write each letter big and bold on a full sheet of paper. The word you choose will depend on the average age you anticipate for participants and the size of the group.
- Mix up the pile of letters and place it across the room from the start line.

How to Play:

1. On "go", players from each team will race one at a time across the room with the baby buggy.
2. They must place one letter in the baby buggy and take it back to their team.
3. When all the letters have been retrieved the teams will unscramble the word.
4. The first team to figure out the word wins.

Caught In the Web

See if your bug clubbers get caught in the web while doing an online scavenger hunt. Have them complete the scavenger hunt form provided on page 155 or just use the questions and create an online form for them to use.

Centipede Water Polo

You need:

Water balloons

Insect (pages 51 - 7) or other trivia questions

Preparation:

- Designate a spot for the player chosen to be "It" stands.
- Line up players.

How to Play:

1. Ask "It" a trivia question.
2. If "It" gets it right, he/she gets away and goes to the end of the line and the next player becomes "It".
3. If "It" gets the question wrong, the next player in line gets to throw a water balloon at him/her.
4. If "It" catches the balloon, it's a narrow escape and he/she goes to the end of the line and the next player becomes "It".
5. If the balloon hits "It" and breaks, that "It" is out and the player who threw the balloon has a choice of being "It" or going to the end of the game.
6. Play until one player is left.

Note: This game was inspired by *Harry the Poisonous Centipede*. Harry and all his many footed relatives have to stay moist to stay alive, but this can be tricky because they can't swim. They need just enough water, but not too much. Read aloud some of Harry's watery adventures.

Variation: This game could also be called Bombardier Beetle Battle after the foul-smelling stink bombs the Bombardier Beetle uses to ward off enemies.

Cicada Stampede

You need:

Balloons – one for each player

Masking tape

Preparation:

- Make a target on the floor using the masking tape.
- Do not blow up the balloons. Have your library kids write their initials on their balloons.
- Players stand around the target, at least 5 feet from the edge.

How to Play:

1. Players inflate their balloons (some may need help).
2. On "go", balloons are released in direction of the target.
3. The center of the circle is worth 15 points, the next ring is worth 10, and the outer most ring is worth 5 points.
4. Have players retrieve their balloons and play again.

Cricket Chairs

You need:

- Chairs
- Stop watch (optional)
- Crickets on CD (optional)

Preparation:

- Take two chairs and place them 10 feet apart facing each other.
- If you prefer not to time teams one at a time, line up several pairs of chairs. Have more than one team hop at the same time, the fastest team moves on to the next round.
- Form teams of two players each.

How to Play:

1. Team members sit in chairs facing each other.
2. On "go", they simultaneously get up, hop across the room to their teammate's chair, and sit down.
3. Goal is to be the fastest team.

Variation: Replace hopping with crawling or wing flapping to suit other types of bugs.

Don't Step on a Roach

You need:

- Bubble wrap in a roll

Preparation:

- Unroll the bubble wrap across the floor.
- Darken the room - roaches are nocturnal.

How to Play:

1. Participants walk the length of the bubble wrap.
2. Each pop is a roach being stepped on.
3. Anyone crossing the bubble wrap without popping any gets a prize.

Don't Touch the Bug

How many people enjoy picking up bugs? Maybe more than you think, but with this game if they do it's a big no-no. Luckily for the insect sensitive this game isn't played with real bugs. The bug's are pretty large, so it's a great Monster Bug game.

You need:

- 6" backscratchers with hands on one end – 2 for each player (available through Oriental Trading Company at www.orientaltrading.com)
- Helium balloons – 1 for each team, each a different color, attached to a string.
- If playing outside use water balloons

Preparation:

- Position each team in a line with at least 5 feet between players.
- Select an end as the start and give the first player a bug. It must be held between the hands of the backscratchers and not touched by the player.

How to Play:

1. On "go", players pass the bug down the line using only the backscratchers to touch it.
2. If the bug is set free, the team must try to retrieve it using only the backscratchers and start over.
3. If a team member touches the bug the team must start over.
4. First team to complete the line wins.

Firefly Says

You need:

Lightning Bug Lingo (page 112)
Flashlight

Preparation:

- Learn Lightning Bug Lingo or create your own for this game.

How to Play:

1. Use the flashlight to play a silent game of Simon Says.

Fling Flong

You need:

Balloon
2 Flyswatters
Table (optional)
Masking tape (optional)

Preparation:

- If you play over a table, the table is lengthwise like a ping pong table. Mark the net using masking tape.

How to Play:

1. One player on each side.
2. Hit the balloon back and forth with flyswatters.
3. Whoever pops the balloons loses.

Giggle Bug

You need:

Library kids
List of bugs

Preparation:

- Have your library kids form a circle.
- Designate a player to be "It". "It" stands/sits in the center of the circle.

How to Play:

1. Before beginning inform "It" what kind of bug he/she is. This is the only thing that "It" can say.
2. Going around the circle each person asks "It" a question such as:
 - a. What is your favorite food?
 - b. What do you brush your hair with?
 - c. What is your middle name?
3. "It" can only answer with the kind of bug that he/she is. "It" cannot laugh.

4. The questioner who can turn "It" into a giggle bug by making him/her laugh wins the chance to be "It".

Go-Bug-Go

You need:

- Map for each team – Minnesota, United States or World map
- Real bugs or wind-up bug toys
- Ruler
- Pencils and paper
- Removable stickers

How to Play:

1. On "go" bugs are released on the map for 30 seconds (or until they stop if you are using wind-up bugs).
2. Teams mark on the map where the bug stopped with a sticker.
3. Plot the distance from home to the bug's destination using the ruler and mile ratio on the map.
4. Repeat steps 1 – 3 twice.
5. The team with the highest travel miles in 3 trips wins.

Dangling-Spider

Do you know how to play Hangman? If so this game will be a snap, especially if you use the spider's web game sheet on page 145. Select a word for someone else to guess one letter at a time. Each time they guess incorrectly, add a piece of the spider's body to the dangling piece of spider silk. Spider body parts to include are: Head, abdomen, eight legs and eight eyes.

Hive-Hop-Opoly

You need:

- Bee game pieces (chenille stems, felt, wiggle eyes, glue)
- Playing board (tag board, sponge, paint, markers)
- Die (2 for older children)

Preparation:

- To make bees: Wrap any 2 chenille stems around pencil and slide off as a coil, glue on fabric wings, and wiggle eyes.
- Make playing board on standard sized piece of tag board. Cut out a hexagon shape from a sponge and stamp a honeycomb design around the game board. Outline the honeycombs in black and number them randomly making sure not to repeat any numbers. Draw a flower for the starting point and a pot of honey at the winner's circle. The pot of honey will be the largest number. You'll want to have at least 49 honeycombs with the honey pot being 50.

How to Play:

1. Roll the die and move that number of honeycombs. Players move in order by number, so they'll be all over the board with each turn.
2. Two players cannot be on the same honeycomb. The player resting on the honeycomb waiting for his/her turn must start over.
3. First player to the pot of honey wins.

Note: Encourage the use of math skills by asking kids to add the number rolled to the number of the honeycomb their bee is resting on. They can then proceed directly to the sum rather than counting the way there.

Honeybee Hoop-La

Materials:

- Hula Hoop®
- Helium filled balloons on string
- Electric fan
- Gold wrapped candy

Preparation:

- Tie the balloons to the hula hoop on varying lengths of string heights to represent a bee hive.
- Place candy inside the hive.
- Place fan on high setting and direct it towards the hive.

How to Play:

1. Players reach into the hive for honey (candy) without disturbing any bees or being stung by one. They cannot touch balloons or string.
2. Successful players keep candy retrieved.
3. When a player disturbs a bee, he/she goes to the end of the line without candy.
4. Play until candy runs out.

How Many...

- Bees in the hive? Fill a jar with yellow and black jellybeans.
- Spots on the ladybug? Fill a jar with red and black jellybeans and have your library kids guess only the number of black jellybeans.
- Sugar cubes can the ant carry? Fill a jar with sugar cubes and tape a picture of an ant to the front for the jar.
- [Name any food] did the Very Hungry Caterpillar eat? Fill a jar with your favorite candy and put a caterpillar picture or a finger puppet on the jar.
- Mosquito bites fit in a jar? Fill the jar with red or pink candies and find out. Or use people shaped candy for how many arms the mosquito has bitten.

I Spy a Spider

What you need:

Spider rings

Preparation:

- Place spider rings throughout the children's area or entire library.

How to Play:

1. Players must go out into the library and retrieve a spider.

Variation: Break your group down into teams. Each team designates an "It". This player places the spider out in the reading room so that it can be seen if someone is looking in the right place. Teams play a game of hot and cold until they find the spider. Once the spider is found a new "It" is chosen.

Insect Sculptionary

You need:

- Play dough – one can for each team
- Index cards
- Stop watch or clock with a second hand

Preparation:

- Write a bug word or phrase (such as you're the bee's knees, or fly in the ointment) on each index card.
- Give each team a can of play dough and a set of bug cards.

How to play:

1. A player looks at a card. Without speaking or miming he/she must convey to teammates the bug phrase that was on the card by sculpting it in play dough.
2. Teammates have 60 seconds to guess what the artist is trying to depict.
3. If the artist's team guesses correctly, they get 2 points. If they do not, the other team has 15 seconds to guess and get 1 point if successful.

Insecticide

You need:

- Plastic or paper cups
- Permanent marker or pictures of bugs and glue
- Spray bottle
- Water
- Stopwatch

Preparation:

- Fill Spray bottle with water.
- Each paper cup should have a bug name written on it or a bug picture glued to it. You'll need a cup for each player.
- Have all children, except the one chosen to be "It", sit in a circle. The children should face away from each other and the center of the circle. Players balance their cups on their head with the bug name or picture facing toward the center of the circle.
- "It" is stationed at the center of the circle with a spray bottle and all bugs should be facing him/her.

How to Play:

1. Call out a bug name.
2. "It" must identify the bug and spray it off the other player's head.
3. Replace that bug to the player's head, have "It" join the circle and select a new "It".
4. The player to spray the designated bug the quickest is the winner.

Note: Add extra prizes for fewest sprays needed to eliminate a bug, most sprays required, largest bug eliminated, etc.

Insects On Ice

You need:

- Plastic or gummy bugs
- Ice cube trays
- Sunny day

Preparation:

- Freeze a bug within an ice cube.

How to Play:

1. First player to free his / her bug from ice wins.

Note: Establish the rules you see fit for your library kids. For example: Are players allowed to put the ice cube in their mouths? Can they try to break it by throwing onto pavement or grating it against a rough surface? Can players use shirt or other clothing to protect their hands from the cold?

Lightning Bug Tag

You need:

- Flashlight

Preparation:

- Designate the area of play, and what is off-limits, and appropriate behavior if indoors.
- Select a home spot that players must reach to be considered safe from "It".
- Select "It" and give him/her the flashlight.

How to Play:

1. "It" starts at home and counts to 100 while all other players scatter to hide.
2. "It" tries to tag all players before they return home.
3. Tagged players are out.
4. Play until all players are out or safe.
5. First player to reach home is the next "It".
6. Repeat.

Note: You may want to read the lightning bug how lightning bugs were key to bringing Frankenbug to life from the book *Frankenbug*. This game also pairs well with *Fire Bug Connection: An Ecological Mystery*.

Lightning Letters

You need:

- Mini flashlights (optional)

Preparation:

- Divide your group into teams of at least four.
- If your teams are up to the challenge turn out the lights and give each player a flashlight.

How to Play:

1. Call out the name of a bug.
2. Teams must form the initial letter of the bug called.
3. If playing with flashlights, all members should turn on their flashlights once the letter is formed.

Mosqui-Tosies

You need:

Large area to play

Preparation:

- Designate start and finish lines.
- Pair up players.

How to Play:

1. Pairs roll across floor/lawn with the bottoms of their feet touching.
2. First pair to cross the finish line with their toes touching wins.

100-Foot Race

What you need:

Extra shoes

Preparation:

- Participants will wear a string of extra shoes tied to their ankle. Make several strings of shoes of equivalent length.
- Mark start and finish lines.
- Tie a string of shoes to each runner's ankle.

How to play:

1. On "go" runners try to cross the finish line first without getting tangled in their extra feet.

OUCH!

You need:

One chair for each player
Bee – puppet or picture
Music

Preparation:

- Place chairs in a large circle and put bee on one of the chairs.

How to Play:

1. Players march around the chairs to the music.
2. When the music stops every player takes a seat.
3. Whoever ends up sitting on the bee is out and removes a chair.
4. Continue until only one player remains.

Pass the Bug

You need:

- Spoons
- Raisins or sunflower seeds (bugs)
- Cups
- Water

Preparation:

- At start line have a cup of water and a bunch of bugs.
- At the end line have cup with a stop line marked on it at about $\frac{1}{4}$ cup.
- Give each player a spoon and divide them into teams.
- Team members should space themselves between the start and end lines.

How to Play:

1. The first player gets a spoonful of water and places a bug in it.
2. Players pass the water and bug down the line trying not to spill water or drop the bug.
3. Player at the end line puts water and bug into measuring cup.
4. There is no penalty for spilled water.
5. If a bug lands on the floor it is out of play and the team must start over.
6. The first team to have 10 bugs or water up to the stop line is the winner.

Pin-the-...

- Stinger-on-the-Bee
- Spot-on-the-Ladybug
- Pincers-on-the-Spider
- Leg-on-the-Spider
- Stinger-on-the-Mosquito
- Wings-on-the-Dragonfly
- Ant-on-the-Picnic-Basket
- Spider-on-the-Web
- Moth-on-the-Lamppost (light bulb, campfire)
- Fly-on-the-Spider-Web
- Bee-on-the-Flower
- Bee-on-the-Hive

Roly-poly Ping Pong

You need:

- Ping pong ball
- Marker
- Table

Preparation:

- Draw face, wings, etc. on ping pong ball to make it look like a bug.
- Can be played by individuals or team. Break group into teams if necessary.
- Have players kneel at opposite sides across the width of the table with their hands behind their backs.

How to Play:

1. Players (or teams) blow the roly-poly bug back and forth.
2. The player (or team) that blows the bug off the opposite side wins.

Shoo Fly

You need:

Water balloons
Flyswatter

Preparation:

- Have players sit in a circle.
- Designate one player the Shoo-er.
- Give the Shoo-er the flyswatter and seat him/her in the center of the circle.

How to Play:

1. Shoo-er sits with eyes shut.
2. Players pass the water balloon "fly" around the circle and make a buzzing sound.
3. At any time the Shoo-er can swat the floor with the flyswatter and say, "Shoo fly!" Whoever is holding the fly is out.
4. If the water balloon bursts, the player holding it is out.
5. Continue until only one person remains. He/she is the winner.

Variation: The water balloons could be any type of pest such as a bee or mosquito. If you want to play indoors, use a regular balloon.

Skeeter Cheater

You need:

Giant fish net
Cardboard
Markers, wiggle eyes, etc. (optional)
String or ribbon
Hole punch
Stopwatch

Preparation:

- Cut a mosquito from cardboard that is about the size of the holes in the net. Decorate mosquito if desired.
- Punch a hole in the tail end of your mosquito and attach a string at least as long as the net.

How to Play:

1. Players weave the mosquito (and string) in and out of the holes of the net for two minutes.
2. The player who gets the most ribbon/string through net in two minutes is the winner.

Swat Team Relay

What you need:

Flyswatters
Balloons
Large outdoor space

Preparation:

- Fill balloons with water, one for each player.
- Set up a start line.
- Break group into teams and give each team a flyswatter.
- At least 20 feet across from each team's starting place set a balloon for each team member.

How to Play:

1. On "go" the first team member runs to his/her team's pile of mosquitoes. He/she must swat at one of them until it bursts.
2. After swatting a mosquito he/she must run back to the start line and hand off the swatter to the next player.
3. The first team to swat all their mosquitoes and return to the start line is the winner.

Tarantella

You need:

- CD of tarantella folk music
- CD player

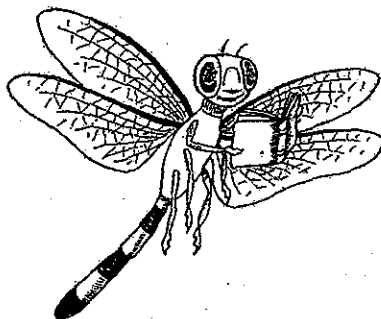
Preparation:

- All players stand in a circle except for "It". He/she stands in the center of the circle.

How to Play:

1. When the music is played the circle should move quickly in a clockwise direction and "It" should spin counter-clockwise with his/her eyes closed and his/her arm pointing at the circle. When the music picks up tempo the circle and "It" should quickly change directions. You may have find a way to signal the tempo change if players are not catching it on their own.
2. When the music stops everyone in the circle should fall to the ground.
3. The last dancer to fall has been bitten by a tarantula and becomes the next "It".
4. If "It" is the last to fall down he/she remains in the center of the circle.
5. If you cannot determine the last fall, whoever "It" is pointing at when the music stops is the tarantula's victim and becomes "It".

Note: Over 600 years ago the people of Taranto, Italy believed a spider bite could be cured by dancing the Tarentella. The dance is done by going clockwise in a great big circle, until the music becomes faster, then the circle quickly changes to a counterclockwise direction, it is fun to see who keeps up.



Transmogrification

You need:

- Construction paper
- Scissors
- Stapler
- Safety pins
- Pencil
- Die

Preparation:

- Each group of players needs all the materials listed above.

How to Play:

1. Players take turns rolling the die.
2. When the die lands on a number the player must craft that body part out of the materials provided and wear it. See chart below.
3. First person to transmogrify wins.

<u>Number</u>	<u>Body Part</u>
1	Head – in this case a head band that antenna will attach to.
2	Antennae
3	Antennae
4	Proboscis – attached to headband between antennae, curl around pencil
5	Legs on left side of body – use safety pins to attach, three legs
6	Legs on right side of body – use safety pins to attach, three legs

W.E.B.: Welcome Everybody

What you need:

The Spider and the Fly. Mary Howitt (Simon & Schuster, 2002).

Large branch or corner where a web can be made

String

Spider ring

Slips of paper

Pencils

Jar

Tape measure

Preparation:

- Weave a giant web using string on the branch or in the corner of the program room. Place spider ring in the web.

How to play:

1. Read *The Spider and the Fly*.
2. Distribute pencils and paper to have bug clubbers write their names and their guess for how many inches of string the spider used to create her web.
3. Place guesses in the jar.
4. As a group carefully remove the web and measure it.

Note: If you have participants who vary a great deal in age, you may want to have winners in three age categories.

Welcome To My Parlor

What you need:

Fishing nets with metal rims and handles
Candy

Preparation:

- Mark lines on the floor that are at least 8 feet apart.
- Pair off participants
- Give each pair a fishing net and have them stand across from each other behind the lines marked.

How to Play:

1. One player holds the net and the other has a supply of candy.
2. The player with the candy must toss it to his/her partner, who tries to catch it in the net.
3. Any candy they catch they get to keep.
4. Have players switch duties.

